**Android SDK**

As a developer you will work with tools that will connect all the things that Android can do with the code that you create in your app. For instance in your app, you can create a button that the user can tap in order for something to happen or take place. When you create the code, you will place a button on the screen and then say what will happen when the button is pressed. But you don't have to program how the screen knows you are pressing it with your finger, nor do you need to tell the graphics processor how to draw each pixel on the screen. All of these are done for you. The software package that does this is the Android SDK, or software development kit.

The SDK are pre-built components of code that cover all the basics for you, from what a number is to how to connect to a database, and how to know when a button is being clicked by a mouse or tapped with a finger. When you work with the Android SDK there are different versions called API levels. Each level can support a version of Android and any version that comes out after it. As new updates and features are added to Android, new API levels of the SDK will be released to let you as a developer take advantage of the new features to use in your apps.

If you work with different hardware and platforms, you may need to work with additional SDKs. There are SDKs for all kinds of devices, hardware, platforms and services that you will encounter as a developer. For example if you build an app for Amazon Android based devices, there are additional SDKs designed for Amazon Fire products. The Android SDK is automatically installed for you when you install Android Studio, but as the SDK updates, you will get notifications in Android Studio to update the installed SDK to support newer devices as they are released.

